

MCCC NEWS

Mid-Cities Commodore Club, Inc.

JANUARY 1987 Issue 1

The New MCCC BBS

by Bill Raecke

By now most of you probably know that the MCCC Executive Committee intends to recommend a new Bulletin Board system for the club. You know this because a BBS similar to the one which the board is proposing has been available to club members on a no-cost, trial basis since the Christmas party. What may not be quite so obvious, however, is why we are proposing the additional expense. After all, we have a Bulletin Board system that seems to be meeting the needs of the BBS users and, in fact, is undergoing improvements to make it even better. I have been asked to write this article to try and explain the whys and wherefores. Here it is.

First, our club is undergoing change. Over the past year, we have seen significant membership growth in C128 and Amiga users. In order to remain a vital and healthy organization, we need to promote membership by owners of all Commodore computers. In order to do this we need to provide whatever services we can to owners of all Commodore equipment. This is proper according to our constitution and it is also a necessity in regards to the club's financial well-being. It is only due to our large size that we are able to provide the services to our membership which we have thus far been able to provide at a very reasonable cost. We therefore need to insure that we provide the kinds of services which will attract as many members as possible. One of the things which we should be able to provide is a BBS system which will allow our members full use of their computers.

OK, so much for the financial reasons. There is a more important reason - at least so far as I and the rest of the BBS committee is concerned. A great many of you were here a couple of years ago when the Mid-Cities Commodore Club split into chapters. Prior to that time, the entire club met in Hurst where the normal meeting size was about 150 people. It was a good organization. The only problem with it was that a new person could come into the room with that many people and never be noticed. I know - I was one of those people. That problem still exists of course, but not to the same extent because none of our meetings are that large any more. And that was the reason behind the

club's move to split into chapters - it was an attempt to try to provide a more personal atmosphere where people could feel more at home and at ease and thereby derive more from the club by interacting on a more personal level with the other members. It was a good decision. For the most part, it worked. But it did have an undesirable side-effect. When we split into chapters, we split the membership more than we anticipated. What we have now is six separate chapters, each one knowing very little about what is going on in any of the other chapters. Our constitution provides for quarterly meetings where the entire club comes together, but what actually happens most of the time is that only the local membership attends. Think about it for a minute - does anyone in the Grand Prairie Chapter know anyone in the Fort Worth Chapter? And does anyone know anything at all about the Amiga Chapter? Maybe you don't care? You should. Because a club this large has one important benefit. We have a lot of very talented people - talent that can cross over from C128 to Amiga to C64 if the communication lines can be opened. The problem is, no-one outside the chapter where they normally attend meetings knows who these people are. There could be a great benefit to everyone if there were a way to make those people's talents available to the whole club.

So what can be done? Quarterly meetings represent a long drive for a lot of people and many have already attended one meeting for the month. Quarterly meetings are still a good idea but they are just not getting the job done. How about a place where everyone could talk to everyone else without having to drive 30 miles? How about a Bulletin Board system available to all club members (at the additional fee) regardless of what computer they are using? And how about a message base where messages don't scroll off in a week or two?

One more reason. If it would be great to get the entire club talking to each other - learning from each other - just think how great it would be to extend that across country. One of the goals of the new BBS system will be to become part of a nationwide network of Bulletin Board systems where the messages you post will show up around the country and where you

will have access to messages posted in other cities. This does not, by the way, mean that it will be an open BBS - it will still be available only to club members locally, but messages can be bundled and sent out overnight. At least one such system exists now. If approved, our new BBS will become either a part of that system or we will look for or initiate another.

This is why we feel a new BBS is required. The things we are talking about doing locally and nationwide are just not practical on the system we now have. But we do want to insure that the new system will be expandable and upgradeable in the future so that we won't have to come back to you, the membership, askin for another BBS in a couple of more years.

A couple of more points need to be stressed before I quit - and I'd better quit soon. The addition of the new BBS will be just that - an addition. It will not replace the existing BBS. The current system is an excellent one and provides C64 capabilities which are unlikely to be matched by any other system. The executive committee has no intention of discontinuing it. We are, in fact, in the process of upgrading the system. The improved system may be installed by the time this appears in print, but at the risk of being redundant, some of the major improvements will be a tripling of the available disk space allowing for larger message bases and download areas, the addition of 1200 BAUD, and an easier way to access member names.

One more important point: the new BBS will be available to all BBS members. The \$12 annual fee will cover membership to both BBS systems and will be sufficient to provide an adequate operating budget for both. This is an important point because separate fees would cause just the kind of fragmentation within the club that the new BBS is being designed to correct.

What kind of system are we talking about? We will need an Amiga, an second floppy drive, a monitor, a hard disk drive, and, of course, a modem (2400 BAUD). This system configuration will allow us to grow or to change as new needs arise without purchasing new equipment in the foreseeable future. It will allow access by any computer so we will automatically be able to handle any new computer which Commodore may throw at us. We will even be able to add additional phone lines without replacing any equipment should that become necessary in the future.

How much will it cost? As of this writing, we are not sure. Prices on Amiga equipment will likely decrease after the first of the year so our current preliminary pricing is probably high. There will be more on cost as the time to vote gets nearer.

Where will the money come from? Membership dues on the current BBS were set at \$12 annually to cover the cost of normal operation and to cover the cost of future upgrades. The club has taken in enough on BBS dues in excess of operating

expenses to cover the cost of the new equipment - just as intended.

When will you get to vote? The executive committee plans to bring the question before the membership in February.

I hope this article has answered everyone's questions sufficiently. If not, contact myself or one of the other officers with your questions and concerns and we will try to answer. It is a big expense - the largest since the equipment purchase approved in December 1985 - but it has the potential of being much more important to the future of the club.

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Winners!

One of the many reasons to attend MCCC meetings is the door prizes offered to those who attend. The Christmas party held at the Brookside Center last month was no exception. Door prizes included two \$75.00 gift certificates and ten \$25.00 gift certificates generously donated by Babbage's and Federated. Also among the prizes were three surge protectors, two joysticks and two boxes of computer paper.

MCCC members **Bob Krause** and **Doug Bruner** were especially glad they attended having each won a gift certificate for \$75.00. Other prize winners include
Danny & Wendy Dunn,
Mike Baker,
John Brodie,
Jesse Carden,
Okley Moss,
Earl Drake,
Roger Williams,
Rebecca Atwell (who almost didn't come),
Raymond Sloan.
Arthur Wright.
Robert Hill.
Glen Herring.
Larry Young.
Joe Orr.
Gus Hoehn.
Leroy Baker.
Brenda S. Westbrook and
Connie Ellsworth.



Programmer's Corner

by Bob Lawson

Well, here we are again. It's a new year. We've made a lot of new friends, reaffirmed acquaintances with old friends, and seen our Commodore club evolve into one of the best computer clubs in the country. What's in store for us this year? Already, the newly formed Amiga Chapter is making a big impact. The Newsletter has been expanded to incorporate this new found interest, major modifications to our Bulletin Board have been implemented, and several members have already crossed over the barrier to write commercial quality software. Enthusiasm hasn't dwindled. And this year will be better than ever. To you newcomers, welcome aboard.

This column is a regular feature in our newsletter, dedicated to the new Basic Language programmer, and devoted to dissiminating and demystifying programming techniques. Now, for some old business, last month I asked you to persevere and your efforts of typing in the MCCC.PROOF program would be rewarding. This month, I have to admit that perseverance is not always enough. Sometimes it takes a little magic from Houdini to get things up and running properly. We've made a lot of progress, but sometimes editing errors creep in. Such is the case with last month's article. The following corrections will allow us to continue with this month's article:

```
62000 PRINTCHR$(147);:F=1:T=PEEK
      (62)*256+PEEK(61)+1:D$=
      "CHECKSUMS":E$="PRINTER"
62006 IFLN>ETHENPRINTCHR$(13)J$;
      CHR$(61)CH;:CLOSE4,4:PRINT:
      CLR:PRINT:GOTO62012
62016 S$=STR$(LN):L=LEN(S$)-1:
      S$=MID$(S$,2,L):RETURN
62021 PRINTSPC(34-L)CHR$(145)CHR$(
      32)CHR$(157)S$;:F=F+2:GOTO6203
62029 NEXTP:CH=CH+CS:PRINT"=
      "RIGHT$(STR$(CS),LEN(STR$
      (CS))-1):RETURN
62053 DATA147,13,69,78,84,69,82,
      32,80,82,71,32,78,65,77,69,
      32,32,0,13,13,13,13
62067 GETA$:A=VAL(A$):ONAGOTO61990,
      61999,62031,62000:GOTO62067
```

Make sure you save a copy because we will be using it each time we publish this column in the future. The purpose of this program is to allow you to enter program listings and then verify checksums for an error free program. When you run the program, you will be offered four options: colors, type, merge, and verify. The color command is self explanatory. The type command allows you to exit the program and type the program listing. If you forget to have this program in memory before typing your listing, continue with the listing until you are finished and then save it.

Next, load MCCC.PROOF and select the merge function. Once you have completed typing the listing with this program in memory, or you have merged the listing with this program, RUN62000 to verify checksums. If checksums verify, a yes answer will delete the MCCC.PROOF program from memory, leaving the error free listing in memory. The next step is to save your new program.

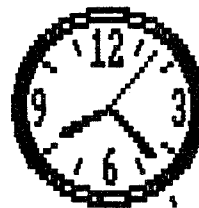
So much about last month's program. I told you we would do some modifications to it. As the program is written, it is designed for one specific purpose. But, it has a lot of potential for development into a multi-purpose program. Have you ever wondered how programs evolve into such powerful utilities. You know, the ones you can't do without! Well, I'm here to tell you, they didn't start out that way. What we're going to do today is take this MCCC.PROOF program, add to it, delete from it, modify it, renumber it, and then save the new program. Your finished program will be one which approaches commercial quality. All this for the mere cost of a couple of hours of programming time. Shall we begin? Make sure you have loaded MCCC.PROOF into memory. Run it, set the color options to suit yourself, and then select the TYPE option. You may now begin typing the following listing:

```
60000 RESTORE:DIML(2000)
60001 FORJ=32000TO32467:READX:
      POKEJ,X:NEXT
60002 FORJ=49243TO49408:READX:
      POKEJ,X:NEXT
60003 PRINTCHR$(147)CHR$(17)TAB(7)"
      1)RENUMBER"TAB(47)"2)LINE DEL";
60004 PRINTTAB(47)"3)VALIDATE"TAB
      (47)"4)COLOR SEL";
60005 PRINTCHR$(19)TAB(62)"5)TYPE";
60006 PRINTTAB(62)"6)MERGE"TAB(62)"7)
      CKSUMS"TAB(62)"8)END"
60007 PRINTCHR$(17)
60008 B=B+1:FORJ=1TO40:PRINTCHR$
      (99);:NEXT
60009 PRINTCHR$(17);:IFB=1THEN 60008
60010 B=0:PRINTCHR$(19);:FORG=1TO8:
      PRINTCHR$(17);:NEXT:
      INPUT"SELECTION";A$
60011 PRINTCHR$(19);:FORG=1TO10:
      PRINTCHR$(17);:NEXT:
      PRINT" "
60012 A=VAL(A$)
60013 ONAGOTO 60015, 60081, 60064,
60072, 60084, 60075, 60086, 62068
60014 GOTO 60012
60015 PRINTCHR$(19)CHR$(17)TAB(5)
      CHR$(62):GOSUB 60067
60016 INPUT"NEW PROGRAM NAME";P$
60017 INPUT"FIRST LINE NUMBER";S
```

```

60018 INPUT"INCREMENT";I
60019 DEFFNMB(X)=INT(X/256)
60020 DEFFNLB(X)=X-FNMB(X)*256
60021 PRINT"PASS ONE...":
      OPEN15,8,15,"I0"
60022 OPEN2,8,2,I$+"P,R"
60023 INPUT#15,E,ER$,A,A:IFE<>0
      THENPRINTER$:CLOSE15:END
60024 GOSUB 60050:A=V
60025 GOSUB 60050:IFV=0THEN 60029
60026 E=V:GOSUB 60050:L(K)=V:
      K=K+1:A=A+4
60027 IFA=ETHEN 60025
60028 GET#2,A$:A=A+1:GOTO 60027
60029 CLOSE2:PRINT"PASS TWO..."
60030 OPEN2,8,2,I$+"P,R":OPEN3,8,3,
      P$+"P,W":INPUT#15,E,ER$,A,A
60031 IFE<>0THENPRINTER$:
      CLOSE2:CLOSE15:END
60032 GOSUB 60050:A=V:
      PRINT#3,A$;B$;:C=0
60033 GOSUB 60050:GOSUB 60050:L$=""
60034 GET#2,A$
60035 IFA$=CHR$(137)THENGOSUB 60051:
      GOTO 60035
60036 IFA$=CHR$(141)THENGOSUB 60051:
      GOTO 60035
60037 IFA$=CHR$(167)THENGOSUB 60051:
      GOTO 60035
60038 IFLEN(A$)=0THEN 60044
60039 IFA$<>CHR$(24)THENL$=L$+A$:
      GOTO 60034
60040 L$=L$+A$
60041 GET#2,A$:IFLEN(A$)=0THEN 60044
60042 L$=L$+A$:IFA$=CHR$(24)THEN60034
60043 GOTO 60041
60044 A=A+5+LEN(L$):PRINT#3,CHR$
      (FNLB(A));CHR$(FNMB(A));
60045 PRINT#3,CHR$(FNLB(S+C*I));
      CHR$(FNMB(S+C*I));
60046 PRINT#3,L$;CHR$(0);
60047 C=C+1:IFC<>KTHEN 60033
60048 PRINT#3,CHR$(0);CHR$(0);
      CHR$(0);
60049 CLOSE2:CLOSE3:CLOSE15:
      GOTO 60003
60050 GET#2,A$:GET#2,B$:V=ASC
      (A$+CHR$(0))+ASC(B$+CHR$
      (0))*256:RETURN
60051 N$="":L$=L$+A$
60052 GET#2,A$:IFA$=" "THEN 60052
60053 GOTO 60055
60054 GET#2,A$
60055 IFA$<"0"O IFA$<"0"ORA$>"9"
      THEN 60057
60056 N$=N$+A$:GOTO 60054
60057 IFN$=""THEN 60062
60058 N=VAL(N$):FORX=0TOK-1
60059 IFL(X)=NTHEN 60061
60060 NEXT:PRINT"UNDEF'D LINE NO:
      ";N$:L$=L$+"0000":GOTO 60062
60061 L$=L$+STR$(X*I+S)
60062 IFA$=","THEN 60051
60063 RETURN
60064 PRINTCHR$(19)CHR$(17)CHR$(17)
      CHR$(17)TAB(5)CHR$(62)
60065 GOSUB 60071
60066 PRINT#1,"V0:",8:CLOSE1:
      GOTO 60003
60067 PRINTCHR$(19);:FORG=1TO13:
      PRINTCHR$(17);:NEXT:INPUT
      "ENTER PRG NAME";I$
60068 RETURN
60069 PRINTCHR$(19);:FORG=1TO13:
      PRINTCHR$(17);:NEXT:INPUT
      "ENTER DISK NAME";I$
60070 RETURN
60071 OPEN1,8,15:RETURN
60072 PRINTCHR$(19):FORG=1TO3:PRINT
      CHR$(17);:NEXT:PRINTTAB(5)
      CHR$(62):GOSUB 60074
60073 GOTO 61990
60074 PRINTCHR$(19);:FORG=1TO8:
      PRINTCHR$(17);:NEXT:RETURN
60075 PRINTCHR$(19)CHR$(17)CHR$(17)
      TAB(20)CHR$(62)
60076 PRINTCHR$(19);:FORG=1TO8:
      PRINTCHR$(17);:NEXT

```



Time is running out
to renew your dues
and not miss an
issue of the expanded
MCCC NEWS

```

60077 PRINT" SYS32000 - FOLLOW
      INSTRUCTIONS":POKE56,125:
      POKE55,0:CLR
60078 PRINTCHR$(17)CHR$(17):END
60079 PRINTCHR$(19);:FORG=1TO10:
      PRINTCHR$(17);:NEXT:PRINT" "
60080 GOTO 60003
60081 PRINTCHR$(19)CHR$(17)CHR$
      (17)TAB(5);
60082 PRINTCHR$(62)CHR$(19);:FORG=1
      TO8:PRINTCHR$(17);:NEXT
60083 PRINT"SYS49243,#1-#2"CHR$(17)
      CHR$(17):END

```

```

60084 PRINTCHR$(19)CHR$(17)
      TAB(20)CHR$(62);
60085 PRINTCHR$(19);:FORG=1TO8:
      PRINTCHR$(17);:NEXT:GOTO 61999
60086 PRINTCHR$(19)CHR$(17)CHR$(17)
      CHR$(17)TAB (20)CHR$(62);
60087 PRINTCHR$(19);:FORG=1TO8:
      PRINTCHR$(17);:NEXT:GOTO 62000

```

Here comes the tricky part. CAUTION! CAUTION! CAUTION! I hope that grabbed your attention. It is extremely important you follow these instructions to the letter:

1. In direct mode, type SYS49243, 61930-61981
2. RUN62000 - answer prompt-verify checksums and answer prompt with NO (regardless of whether checksums match)
3. If checksums don't match, re-type the offending lines and go back to step number 2.
4. If checksums match, type the following modifications:

```

61991 PRINT"INT" F-1)BRDR F-3)BKGD
      F-5)CRSR F-7)MENU"
61994 Z=ASC(Z$):IFZ=135THENPOKE646,
      FNC(646):PRINTCHR$(19);:
      GOSUB60074:GOTO61991
61996 IFZ=95GOTO61992
61998 GOTO60079
61999 PRINTTAB(3)"TYPE LISTING - RUN
60000 FOR MENU":END
62000 PRINT" SELECT OUTPUT: P)RINTER
      - M)ONITOR"
62001 F=1:T=PEEK(62)*256+PEEK(61)+1:
      D$="CHECKSUMS":J$="TOTAL"
62002 GETG$:IFG$="P"THEN62005
62003 IFG$="M"THENGOSUB62008:
      GOTO62010
62008 PRINTCHR$(147)D$CHR$(32)CHR$
      (58):LK=PEEK(T+3)*256+
      PEEK(43):E=59999
62013 GETA$:IFA$="Y"THENCLR:GOTO60003
62030 PRINTCHR$(147)CHR$(13)TAB
      (3)"LIST & RE-EDIT - RUN 60000
      FOR MENU":END
62068 PRINTCHR$(147)CHR$(13)CHR$(13)
      CHR$(13)"SYS49243,60000-60162";

```

CAUTION! CAUTION! CAUTION! It is extremely important you follow these instructions to the letter:

1. In direct mode, type SYS49243,62031-62031
2. In direct mode, type SYS49243,62064-62067
3. SAVE program
4. RUN program
5. Select RENUMBER option
6. Enter new program name as MCCC.ENHANCER
7. Enter beginning number as 60000

8. Enter increment as 1
9. Wait for renumber utility to finish (this will take a few minutes because of the program length).

Congratulations!

you have just created a very powerful utility program. The program allows you the option of renumbering programs stored on disk, merging programs together, deleting program lines, validating disks to remove "SPLAT" files, selecting screen and print colors, direct entry typing of program listings from our newsletter, validation of listing checksums, and complete deletion of the enhancer program to allow merged files or typed listings to be saved. Even with the enhancer program deleted, you still have access to the merge and delete routines by using the system calls. The program also works well with the FASTLOAD cartridge by EPYX installed.

Well, that's it for this session. Hope you enjoyed yourself. Until next time, HAPPY PROGRAMMING.

(CHECKSUMS):

```

720,2112,2118,3650,2765,1499
3019, 550,2300,1587,4201,3329, 640
3232, 639,2178,1659,1692,1063,1580
1976,1926,1121,2705, 822,1417,2738
908,1732,1322,3572,2001,1925,1384
398,2239,2234,2242,1248,2716, 696
1706,2079, 638,3369,3149, 825,1733
1489,1556,4082,1167,1480, 639, 398
1641,1437, 984,1672,1136,3674,1474
1028, 143,2595, 408,1642,4254, 143
4368, 143, 673,3721, 656,2529,2181
2312,4234,1155,3329, 638,1749,2721
2750,1806,3087,2717,3079
TOTAL:168244

```



Chapter News Amiga

Highlights of the November meeting included a demonstration of sound digitizing systems and a special presentation of Cinemaware's Defender of the Crown, a game which combines the best of the arcade-style games and the adventure games so many of enjoy.

As many of you know, Jack Detore, our chapter vice-president, has been video taping our chapter meetings (at least the good parts) for some time now. He has recently culled out the best of each meeting and placed them on tape. VHS and Beta, as well as 8mm. is available. Contact Jack Detore for your copy and further details.

The rumor mill has it that the long awaited Workbench 1.2 was shipped to retailers during the week of November 10th, and should be available on Monday, November 24. Since you will be reading this article in January, we will all know by then how accurate the old rumor mill is. The \$14.95 tab gets you 40 pages of documentation and the Kickstart, Workbench and Amiga Basic disks. Based on what has been available on the latest beta version, it will be well worth the price.

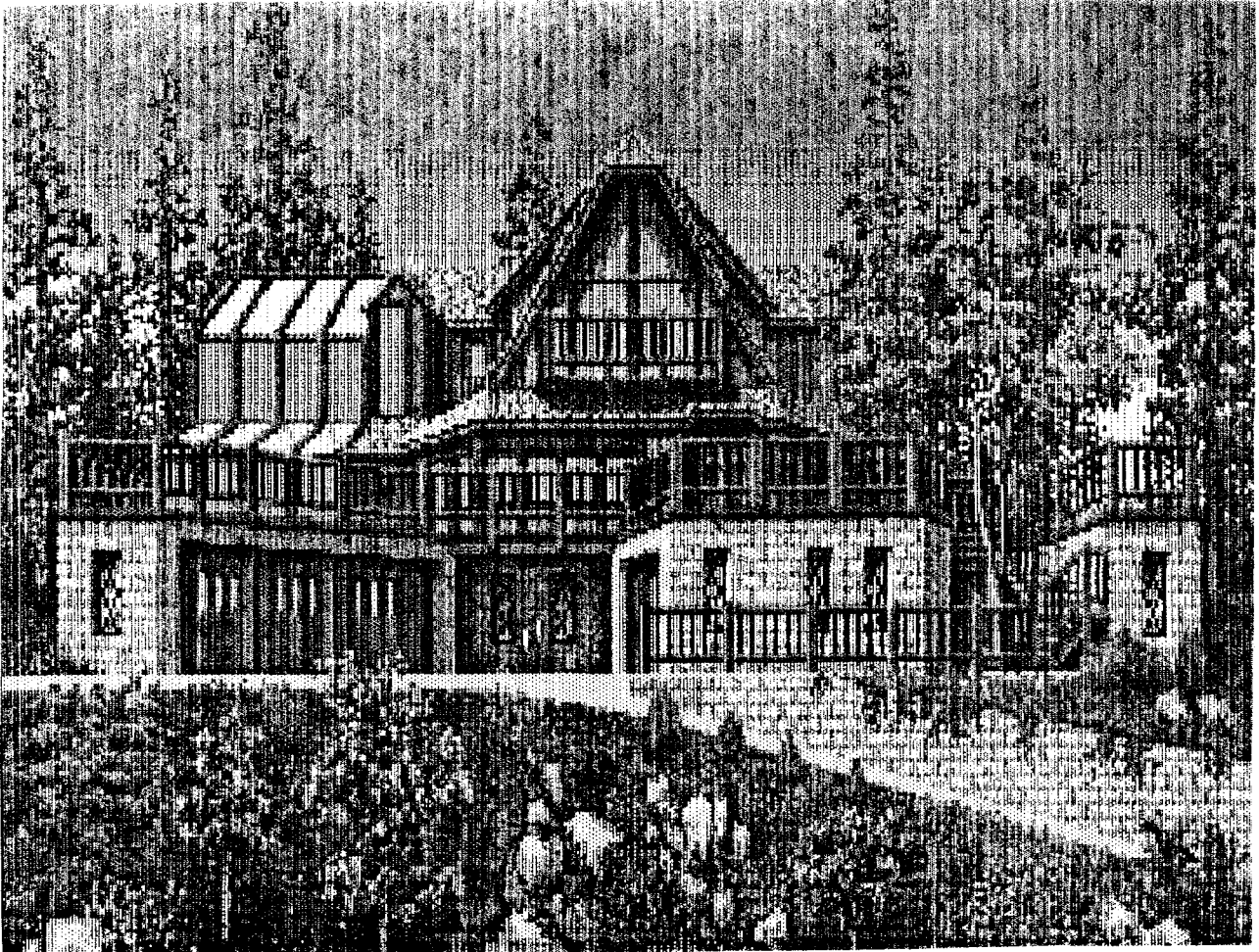
Another murmur from the rumor mill has it that Genlock is on order and ready to be shipped, but FCC regulations are still holding up the release of Sidecar, the IBM co-processor which plugs into the Amiga.

A reminder to our members: Our meetings begin at 7 pm; the business meeting is called to order at 7:30 P.M. and we must vacate the premises by 10:00 pm. At each meeting at least one door prize is given away, but you must be present to win. So stick around!

Your executive officers are looking for someone with "C" experience to teach a class in "C" (of course). If you are familiar with this language, or know somebody who is, please contact Jack Detore.

Ft. Worth Night

We would be remiss without expressing our appreciation to Roger Hoggard for his superb demo of the 1541 disk drive and to Bill Raecke for demonstrating the Amiga and his Label Maker Program at our recent meetings. Everyone's sharing made 1986 a fruitful and enjoyable year. Let's make 1987 an even greater year! Look forward to seeing everyone on January 19th at St. Elisabeth Episcopal Church, 5910 Black Oak Lane in River Oaks.-Clayton Sutton



Printer Ribbon Replacements

Commodore User Group of Rochester

Below is a list of Commodore printers and the appropriate replacement ribbon that will fit. In addition to those listed, I understand that Memorex has a complete line of Commodore compatible printer ribbons.

1525

Leading Edge - Gorilla Banana
C. Itoh - 6X100
Radio Shack - PL VII, DMP 100
Seikosha - GP80A, GP100A

1526/4023

Mannesmann Tally - MT SPIRIT 80

2022/2023

NEC - Authentic 15LQ
Olivetti - ET Series
Silver Reed - EX55, EX77

3022

Anadex - DP800
AndersonJacobson - 826
Atari - 1025
Burroughs - BP9253, EP30
Data Point - 9627, 9628, 9629
Gemini - 10, 15
Okidata - Microline 80, 82,
82A, 83, 83A, 92, 93
Star Gemini - 10X, 15, 15X,
SG10, SG15

4022/8022

Apple - Microcomputer
Data General - 6156, MX70, 80, FX79
Epson - FX85, MX70, MX80,
FX70, FX80, RX80
Hewlett Packard - 82905A, 828086, 83,
85A, 87
IBM - PC# 7034623, PC5152
PC5153
NRC - Personal Computer
Sharp - PC3201, MZ80

8023P

None

8024 (3/8")

Diablo - S11, S31, S32, S38
Honeywell - TWU 100-1005, 1901,
9104, 9106,
PRU-1001-1005
Mannesmann Tally - T1000

8024 (9mm)

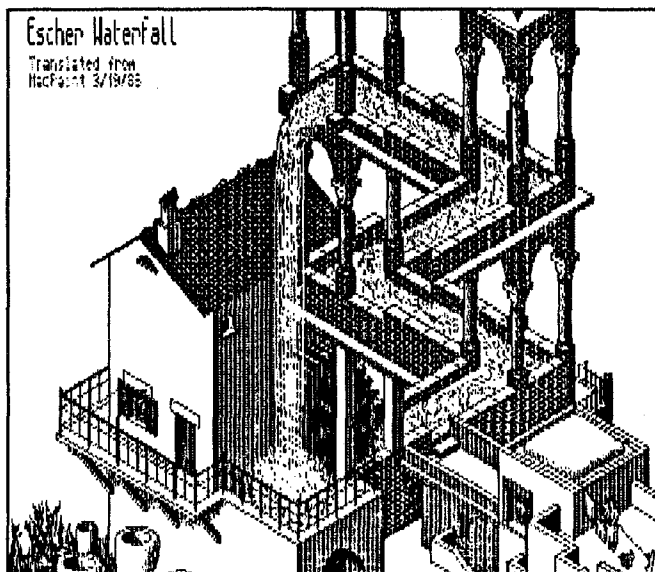
Mannesmann Tally - MT400 Series, MT1600
Series, MT180 Series
Honeywell - TWU 100-1005, 1901,
9104, 9106,
PRU-1001-1005

8026/8028

AB Dick - Magna I, II, SL
AM International - Text editor 424, 425
AndersonJacobson - 830, 832, System 1500
Basic Four - WS1000S, 1200S, 2200S
Burroughs - Redactron,
Reactor I & II
CPT - Rotary III, VI, VII
4200, 6000, 8000
Genesis - Wordstream
Lanier - LTE-1, LTE-2S/2D,
LTE-30, LTE-35,
25/20, 2C-S

8300

AB Dick - Magna II
AM International - Amtext 100, 500
Basic Four - Dataworld II, 3150,
S180
Burroughs - Ap 1300
C. Itoh - Starwriter I, II,
25, F10, F1040
CPT - Rotary V, 6100
Data Point - 1100, 1150, 1170, 1550
Dataproducts - DP35, DP55
DEC - LQP-01, 78, LQP-8E,
WS/78/80, 310W,
WS80, WS200
Four Phase - 8121, 8125, 8126
Harris - 100, 135
Hewlett Packard - 2601A
Leading Edge - Starwriter 2, F10
Radio Shack - DMP210
Wang - 2020, 2281, 5511,
5541D, 5581
Xerox - 1700, 1710, 1720,
1750, 630, 900



EDIT Command Summary

N	Next line	P	Previous line.
M	Move to +, -, *, or n	REWI	Rewind input file
?	Verify current line	!	Verify with non-printing
T	Type n lines	TP	Type Previous line
TN	Type Next n lines	TL	Type n lines with numbers
D	Delete lines a thru b	DF	Delete lines until q/string/
DFA	Delete From After q/string/	DFB	Delete From Before q/string/
DTA	Delete To After q/string/	DTB	Delete To Before q/string/
F	Find q/string/	BF	Backwards Find q/string/
I	Insert .*a after [/file/]	R	Replace .*ab with [/file/]
SA	Split After q/string/	SB	Split Before q/string/
CL	Join Current, /string/, next		

Command Window

<	Move pointer left	>	Move pointer right
\$	Force to lowercase	%	Force to uppercase
_	Force to blank	#	Delete character
PA	Point After q/string/	PB	Point Before q/string/
PR	Pointer Reset		
A	After q/str1/ insert /str2/	AP	After and move Pointer
B	Before q/str1/ insert /str2/	BP	Before and move Pointer
E	Exchange q/str1/ with /str2/	EP	Exchange and move Pointer

Globals

GA	After q/str1/ insert /str2/	GB	Before q/str1/ insert /str2/
GE	Exchange /str1/ with q/str2/	CG	Cancel Global n
EG	Enable Global n	DG	Disable Global n
SHG	Show Global data	SHD	Show Data

I/O and Defaults

W	Advance to EOF and save	STOP	Exit without change
FROM	Change From to file/file/	TO	Change To file to /file/
CF	Close File /file/	C	Execute Commands in /file/
V	Auto verify + or -	TR	Trailing blanks + or -
Z	Input terminator = /string/	H	Halt movement past line n
Q	Quit (Command file)	=	Current line number = n
n	Repeat command n times	;	Command separator
()	Group commands	^C	Break search or Type
'	Repeat A, B, E		

String Qualifiers: Beginning, Ending, Precise, Leftward, Upper case

Abbreviations: . = Current line, * = EOF, ab = Range of lines
[] = Optional arguments

Delimiters: +-*/.,:?

ED Command Summary

Immediate Commands

^R Previous word	^T Next word
^D Previous page	^U Next page
^E Top or bottom of screen	^J End or start of line
^O Delete next word or spaces	^Y Delete to end of line
^B Delete entire line	^A Insert new line
^F Change case	^V Redraw screen
^G Repeat last extended command	

Extended Commands

CL Cursor Left	CR Cursor Right
CS Start of line	CE End of line
N Next line	P Previous line
T Top of file	B Bottom of file
M Move to line <i>n</i>	
D Delete current line	DC Delete character
I Insert <i>/string/</i> above	A Add <i>/string/</i> below
J Join with next line	S Split line at cursor
F Find <i>/string/</i>	BF Backward Find <i>/string/</i>
UC Ignore case in search	LC Match text exactly in search
E Exchange <i>/str1/str2/</i>	EQ Exchange with Query <i>/str1/str2/</i>
BS Block Start	BE Block End
DB Delete Block	IB Insert Block
SB Show Block	WB Write Block to <i>/filename/</i>
IF Insert <i>/filename/</i>	SA Save <i>/filename/</i>
X Exit with save	Q Quit without save
SL Left margin <i>/column/</i>	SR Right margin <i>/column/</i>
EX Extend Right Margin	ST Set Tab stops
SH Show information	U Undo
RP Repeat until error	<i>n</i> Repeat command <i>n</i> times
; ; Command separator	() Group commands

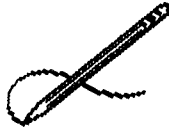


Conventions

^	Control characters.
/	Delimiters. Any except Alpha-numerics, [], ;, and blanks.
<i>Italics</i>	User-supplied arguments.
[]	Optional arguments.

Emulators

by Phil Ruffin



It probably all started with the Commodore 64. There was a lot of educational software available for the Commodore Pet, so it seemed natural to write an EMULATOR so the 64 would act like a Pet and run most its software. When the 128 came along, the concept was taken a step further to actually include the 64 processor as a part of the machine. Similarly, the 1571 was developed with a 1541 brain included.

Emulators and on-board processors seem to be appearing all around us now. Amiga will run 64 and IBM software, Atari will emulate a Macintosh.... What we need are some really useful emulators for the Commodore 64. Here are some suggestions:

SPARKLE EMULATOR: People who bought their 64s in the last year or so missed out on the excitement of missing or flickering characters on the screen. This emulator brings excitement back into home computing.

Q-BUG EMULATOR: Commodore 64 owners who couldn't afford to upgrade to a 128 will especially appreciate this interrupt-driven code. Most of the thrill of owning a 128 seemed to revolve around the q-bug when it was first released, and now it belongs to us all.

1525 CHARACTER EMULATOR: Many of us bought printers other than the 1525/MPS 801 series. This means we missed the "unique" characters created for these printers. This emulator creates the characters we crave and supports most dot matrix printers.

CALL-WAITING EMULATOR: For those of us who do not yet have Call-Waiting, this emulator will generate random disconnects when telecomputing so we can have the prestige formerly enjoyed only by those who really had the telephone feature.

Send me your suggestions for creative emulators and if there are enough good ones, we can publish them here.

Labyrinth

Review by Barbara Cramer

"You! You there! Yes, you. The one getting dirty fingerprints all over this nice, clean book.

I am Jareth, the Goblin King, and you are mine. From the moment you began reading this, my grip upon your soul has tightened. Test me. Try to stop reading. You can't, can you?...The only way you can escape is to find me in the center of my Labyrinth and destroy me."-Labyrinth Player's Guide

In this 'Lucasfilm' adventure game, you must find your way through a complicated maze, solve riddles, figure out puzzles and collect and use objects that you find along the way. The only escape is confronting Jareth at the heart of the maze within the thirteen hour time limit.

The graphics in Labyrinth are very good; the characters actually move around the screen, using joystick or keyboard control, combining both arcade and adventure game play styles. One of the nicest features of this game is that the program automatically saves your position as you proceed to the new level. In the event of a power fluctuation, you would only have to go back to the last saved level in order to catch up. If you remember to save it yourself, you may have a total of three saved games in progress.

While I have not yet figured out all the puzzles of Labyrinth, it looks like a game that would be of interest to adults as well as teenagers. The puzzles are interesting, the graphics and sound good and there is an element of humor that will sometimes surprise you.

The Pawn

Review by Craig Smith

The interactive text-adventure game market has long been dominated by Infocom, whose production of well-written, challenging games has been acclaimed by all. Being an Infocom addict myself, and having had the misfortune of playing a number of flops like Mindwheel and Essex, I am always a bit wary when a new company claims to have a new adventure game which is better than anything else out there. However, The Pawn, by Magnetic Scrolls, lives up to that claim well.

You wake up one morning to find that you are not in your warm, cozy bed as you would have expected, by rather laying on the cold, hard ground in a strange place you've never been before in your life. As you piece together events from the previous day in your hazy memory, you vaguely recall being hit on the head by a man with a long white beard and dark glasses as you were on your way home. What's more, you now have a rather uncomfortable silver wristband on your arm that simply will not come off. As you begin to explore your new surroundings, you come across Kronos, the Wizard, who flies by on a floating stone platform and gives you a sealed envelope to deliver to King Erik. Welcome to the land of Kerovnia, a magical kingdom akin to Infocom's Great Underground Empire.

The Pawn, in my opinion, is every bit as challenging and well-written as many Infocom games I've played. It has an excellent full-sentence parser, and accepts such commands as "use the rope to tie the axe and the club together" or "put down the china bowl carefully then take all the keys." You may use full cursor

control when typing in commands, and if you accidentally enter an sentence with a misspelling or other typo, you simply press the left-arrow key to edit your previous line. It also comes complete with a handy (very handy) coded hint section at the back of the reference book in case you get stuck. Did I mention the graphics?

The Pawn also has excellent pictures (superb on the Amiga version) which scroll down from the top of the screen, greatly enhancing the game. This is not your typical all-text adventure (which some people find boring), nor is it a typical "graphics adventure" with easy puzzles, no plot, and a simple two-word parser. With The Pawn, you get the best of both worlds. What's more, the game is quick. You don't have to wait long at all for it to pull up a room description or process your commands. To speed up the loading of graphics in the 64 version, Magnetic Scrolls came up with the innovative idea of "cameos", which are miniaturizations of the pictures which quickly scroll into the upper left hand corner screen and load in under two seconds.

The game is not without a few annoyances, however. To begin with, the game comes with a 60 page "novella". Reading the it is not required to play the game, and the novella itself is very entertaining. What is irritating is that once per game, the adventure will ask you to turn to page x and type in word y on line z. You have three chances to get it right, and if you don't, it locks up. While I'm sure this is an effective form of copy protection, I strongly dislike having to dig out instructions every time I play it. Also, I was disappointed to find out that the reference pamphlet that came with the game had several pages which were completely blank. I'm sure it was just a rare printing accident, but nevertheless, I'd advise checking the packaging before you leave the store if you decide to buy this game.

All in all, I highly recommend this game. If you like adventures, you'll love the Pawn. It is highly enjoyable and it

full of satirical and witty humor. (You have to understand British humor, though, because guess where it's made.) One other note to Amiga users: The Amiga version of this game has an introduction with music (or should I say a soundtrack?) that is absolutely dazzling. It's one of the best examples of the sound capabilities of the Amiga I have seen - and that's just the beginning of the quality The Pawn has to offer. Happy adventuring!

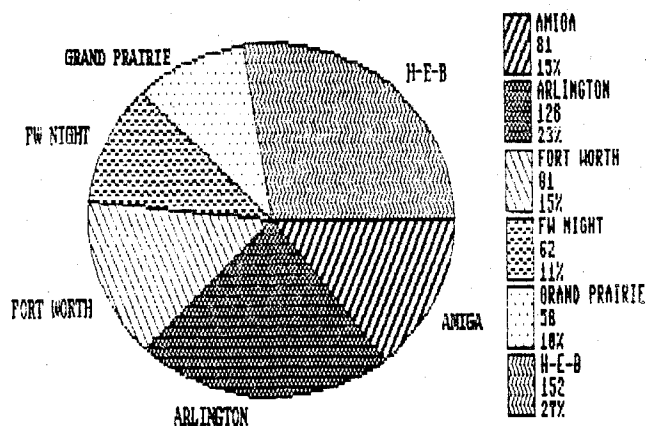
Fastload Cautions Syntax Error, Orange, CA

If you use programs that utilize REL files, then this word of caution from Batteries Included is meant for you. Why Fastloads should not be used during execution of these files: The reasoning behind why these cartridges do not work is that the 1541 drive has five buffers. These buffers are used to transfer the information on a diskette to either the internals of the disk drive or to the computer. One buffer is for the disk drive to keep track of what is where on the diskette (Block Availability Map or BAM). The other four are used to transfer blocks of data to the computer (in most cases). A REL file requires three buffers which leaves only one buffer free. These cartridges will use these buffers without checking to see if they are in use. Normally the disk drive will see this and try to work around the cartridge. Now if the cartridge claims two buffers this would force the REL to use the BAM buffer. If this corrupted BAM is saved back to the diskette then it will scramble the disk the next time you try to write to it. This scrambling is often slow and not noticed until it is too late, so it is recommended you not use FASTLOAD TYPE cartridges (with REL files).

If you have a diskette which has been corrupted by FASTLOAD, or any other reason, the data can be saved by following these steps:

- 1) Make a backup copy of the data disk, if possible.
- 2) Scratch all files off the data disk except those ending in REL and HDR.
- 3) Validate diskette according to instructions in disk drive manual.
- 4) Follow instructions in manual on creating a sequential file.
- 5) Get a printout of the old record format.
- 6) Get a printout of the field list, so you know the field length.
- 7) With the information from 5 & 6 re-create the record format on the diskette which now contains the sequential file.
- 8) Read the sequential file into the new record format, then delete the sequential file.

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Amiga World Tips by Charles Moorehead Catalina C.C.C.

Here are some tips and hints taken from Amiga World magazine.

Most people already know this, but, if your computer normally loads the Workbench when booting and you want to use the CLI, simply hit CTRL-D before the normal Workbench screen appears. To load the workbench from the CLI, type "LOADWB" and then "ENDCLI".

Wild cards and pattern matching can come in handy when copying multiple files, etc. This is accomplished in the CLI by using the "?" and "#?". When used in file names, a "?" will replace one character and a "#?" will replace all remaining characters. So, a file named HELLO can be accessed by entering either H??LO or HE#?, provided that there are no other files on the disk that begin with the same sequence.

To use your printer like a typewriter in the CLI, enter COPY * TO PRT: This will send whatever has been entered on a line whenever you press the RETURN key. To stop, simply hit CTRL- (the Control key and a slash, not a back-slash).

If you ever put the CLI commands in the RAM disk and want to delete them, enter the commands below or put them in a batch file, which you can then EXECUTE.

```
SYS:C/ASSIGN C: SYS:C DELETE RAM:
C/#? DELETE RAM:C
```

This will put the commands back to the disk you booted up with.

For anyone who wants to listen to text files instead of reading them, the CLI is ready for you. The command "SAY" will speak a statement like SAY Hello sir. This will speak the words "Hello, Sir." To speak a file use SAY -X filename.

Most people have seen the alternate character set in the CLI. The main problem is getting back to where you can read the text on the screen again. This is accomplished with a CTRL-O. To get into the other character set, use CTRL-N.

Spellright Plus by Macey Taylor Catalina C.C.C.



This spelling checker, from Professional Software, is a generic program which will work with many word processors, including SpeedScript and the various WordPro programs. I haven't tried it on every word processor, but it seems to work with those that write program files and not with those that write sequential files (sample of one, this wretched Easy Script, which has its own spelling checker). Although it is a more sophisticated program than SpeedCheck, I expect that the latter will serve the needs of most people. The most notable additional features of SpellRight are:

1. It comes with a large dictionary (size unknown) which contains the words found to be most common in normal business and professional writing. You can add 1500 words of your own. Thus, you could make different "user dictionaries" for different purposes if you write about vastly different things as I do.

2. It has two modes of operation. In normal mode, the entire dictionary, including your user dictionary, will be used. It took about 5 minutes to check a 323-word document. In the fast mode, only the 7,000 most frequently used words are checked. The time for checking the same document in fast mode was 2 1/2 minutes. It flagged all of the words found in normal mode, plus a number of words it considers uncommon, such as "prepare"! None of the words were misspelled in the document. The flagged items in the normal run were proper names, a British spelling I used deliberately, and several instances of my using two hyphens between words to simulate the dash.

3. Corrections are made right in the text, and the entire document can then be resaved, as a replacement file or as a new file (renamed or on a different disk). You may also add words right from the text. I prefer this system.
4. While it is checking, it keeps you informed of what's going on by displaying the number of words in the text, the number left to check, the number of "suspect" words found so far, and some characters which I believe indicate which dictionary module it is working on. I find only the word count of use, but I must admit that I get intrigued by the changing number of "suspects", wondering which words will be highlighted. If I were looking for a spelling checker to use with program files, I would get SpeedCheck. I think it is adequate for me, for my problem is not spelling, but rather typing. I would rather have a program into which I could enter all the words I commonly mistype -- in their incorrect forms.

CP/M Mini-Primer

Easy Handling of DIRectories

by Mike Mantino C.U.G. of Arizona



You've finally booted up CP/M Plus on your C-128. There's that cryptic A) prompt staring you in the face, waiting for you to do something. You say to yourself, "Now, how do I see what is on the disk?" Ah, glad you asked.

Let's assume you have two 1571 disk drives and a 1750 RAM expansion module. In CP/M, the 1571 with device #8 is now referred to as drive A and the 1571 with device #9 is referred to as device B. The 1700 RAM expansion should be thought of as another disk drive, but lots quicker. It is assigned the drive designation, M.

When CP/M is first booted up, the default drive is A, hence, the prompt A). You can change the default drive at any time by typing the letter of the drive followed by a colon and (RETURN). The prompt should then display the current default drive designation, such as B).

If you still have your CP/M system disk in drive A, typing DIR followed by (RETURN) will show you a listing of files that are on that disk. It may or may not be a total list, depending on whether files have been saved to other portions of the disk which are called USER areas. A CP/M disk has 16 different sections which are partitioned off from each other and labeled 0 through 15. That cryptic A) prompt should actually read A0), since the default USER area upon boot-up is 0.

One way to check to see if files are in these other nooks and crannies is to change USER areas and type DIR again. Let's see if there are any files in USER area 1 on that disk. First, change USER areas by typing A1 and hitting (RETURN). Your prompt should now be A1). Next, check the directory by typing DIR and hitting (RETURN) again. You can do this for all 16 different USER areas on the disk. You can also change to drive B or M and check all USER areas one at a time in much the same fashion. Not much fun, is it? Well, it can be easier, as you will see.

The DIR command has two versions. The one that you have just used is the built-in version. The wildcards * and ? can be used making it simple and to the point but not very versatile. It is built into the CP/M operating system and does not require loading in any utility program in order to use. You will have more power at your disposal through the 'transient' version of DIR. This transient utility is included on your CP/M disk and has the filename DIR.COM. If you type DIR, followed by a set of parameters enclosed in brackets. CP/M will automatically search the disk for

the transient DIR.COM and act upon those parameters, giving you enormous versatility when dealing with multi-USER areas and multi-drives. Let's explore these parameters and find out what DIR.COM has to offer.

If you wanted to get a directory listing of all USER areas and all drives with one command, you would type:

```
DIR [DRIVE=ALL USER=ALL]
```

The right bracket need not be typed and you must hit (RETURN) after typing the command. You will then be shown a sorted directory of all files in all USER areas on all drives. If the listing takes up more than one screen, CP/M will halt the listing to allow you to view one screen at a time. To continue the display, just hit the spacebar. To abort the display, hit CTRL-C.

You will notice that a summary at the end of the listings will show the number of files and the total number of bytes used by the files. Also, the listings are placed in alphabetical order across each line. This can be helpful when trying to find a specific file, but, also, can be a hindrance since long directories are noticeably longer to sort. You can turn off the sorting by adding the NOSORT option inside the brackets. Here is another example:

```
DIR [DRIVE=B USER=ALL NOSORT]
```

```
or
DIR B: [USER=ALL NOSORT]
```

These two commands will return the same unsorted directory of files in all USER areas of drive B.

What follows is a listing of parameters available for DIR.COM, a description of each and an example of each. Note that references are made to Time-Stamping and other attributes which are beyond the scope of this primer. These parameters must be enclosed in brackets and may be used in conjunction with other parameters.

DRIVE=ALL - Displays files on all online drives.

DRIVE=(A,B,C,...,P) - Displays files on the drives specified.

ATT - Displays the user-definable attributes.

DIR - Displays only files that have the DIR attribute.

DATE - Displays date and time stamps of files.

EXCLUDE - Displays files that DO NOT match the files specified in the command line. Example: DIR [EXCLUDE] *.COM This

command will list all files on the default drive that do NOT have a filetype of .COM

FULL - Displays the name, size, number of 128-byte records and attributes of the files.

FF - Sends an initial form-feed to the printer device, if the printer has been activated using CTRL-P. (To print the DIR listing)

LENGTH=N - Displays n lines of printer output before inserting a table heading. N is a number between 5 and 65536.

MESSAGE - Displays the name of drives and USER numbers the command is searching.

NOPAGE - Continuously scrolls the listing on the screen. Used mostly for printouts of listings.

NOSORT - Displays files in the order it finds them on disk.

RO - Displays only those files having the Read/Only attribute.

RW - Displays only those files having the Read/Write attribute.

SIZE - Displays the filename and size in kilobytes (1024 bytes).

SYS - Displays only those files having the SYS attribute.

USER=ALL - Displays all files in the USER areas of the default or selected drive.

USER=n - Displays all files in the USER area specified by n.

USER=(0,1,2,...15) - Displays all files in the USER areas specified.

Although this article only scratches the surface of just one of CP/M's combination transient/built-in commands, it should wing you on your way to a better overall understanding of the environment. If you would like to see more of these primers or have questions about this one, leave E-mail to MEYER on People/Link or 72767,2533 on Compuserve.

Exploring BASIC

by Tom Lynch, SFVCUG, CA

The 'CMD' function of BASIC has the interesting and sometimes frustrating feature of directing PRINT output to places other than video screen. It can be used with the printer, disk, modem, etc. I will give several examples for you to try.

How about a hard copy of your disk directory? Assuming nothing critical is in memory do the following:

```
LOAD "$",8
OPEN4,4:CMD4:LIST
```

This gives a hard copy of the directory.

How about listing a BASIC program?

We can add a feature to the 'CMD' function by putting a header title for the list:

```
OPEN4,4
CMD4,CHR$(1)"Title of program"
LIST
```

Type them with colon between:
(command):(command):(command)
When the printer stops, type:

```
PRINT#4:CLOSE4
```

This allows the printer to dump the last line and gracefully close the file.

A third application is listing a program to disk in (PET)ASCII format. This

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* * * * *

may be useful in transferring programs via modem to another type of computer. Or maybe you want to load the file into your wordprocessor:

```
OPEN3,8,3,"Program.list,SEQ,WRITE"
CMD3:LIST
```

When the disk drive stops, do this:

```
CLOSE3
```

This writes a SEQuential file of your BASIC program to a file with everything converted to readable form. For example, every BASIC function has a token byte to minimise storage and allow a vectored look up table when executing the program. BASIC will store 'PRINT' as the token 153 (decimal). The process of LISTing a program will convert the token to the complete name.

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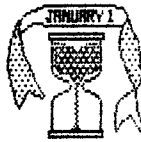
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JANUARY 1987

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SUN MON TUE WED THU FRI SAT

				1	2	3 BOARD MEETING 10:00 AM
4	5	6	7	8	9	10 ARLNGTN FT/WRTH GRAND PRAIRIE
11	12	13	14	15 AMIGA 7:00 PM	16	17 QRTLY MEETING 1:30 PM
18	19 FORT WORTH NIGHT 7:00 PM	20 GRAND PRAIRIE 6:30 PM	21	22	23	24
25	26	27	28	29	30	31

Meetings

Jan. 3 Board Meeting 10:00 am
Western Hills Inn, Euless

Jan. 10 ARLINGTON CHAPTER 9:00 am
Arlington Community Center

FT. WORTH CHAPTER 1:30 pm
Gen. Dyn. Rec. Area, Room 2

GRAND PRAIRIE CHAPTER 1:30 pm
Grand Prairie Public Library

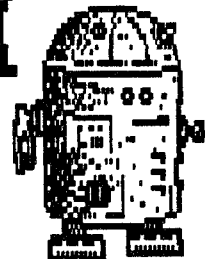
Jan. 15 AMIGA CHAPTER 7:00 pm
Arlington Community Center

Jan. 17 QUARTERLY MEETING 1:30 pm
Hurst Recreation Center

Jan. 19 FT. WORTH NIGHT CHAPTER 7:00 pm
St. Elisabeth Episcopal Church

Jan. 20 GRAND PRAIRIE CHAPTER 6:30 pm
Grand Prairie Public Library

All my favorite
relatives will be
at the next
Quarterly Meeting
Jan. 17th, 1:30pm
at the Hurst
Recreation Center.



MCCC NEWS

Mid-Cities Commodore Club, Inc.

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